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ABSTRACT OF THE DISCLOSURE

When starting a new game, saved translation dictionary data is selected and compared with other translation dictionary data. Based on the comparison result, translation dictionary parts differing from the saved translation dictionary parts are determined as un-obtained parts. Data corresponding to the un-obtained parts are then retrieved from the other translation dictionary data and stored in a predetermined area of a RAM as new translation dictionary data. Further, at a game start, translation dictionary data of saved data loaded at the beginning of a game and each of translation dictionary data in a memory card are compared. Based on the comparison result, translation dictionary parts differing from the saved translation dictionary parts are determined to be un-obtained parts. Data corresponding to the un-obtained parts are obtained from each of the translation dictionary data in the memory card and stored in a predetermined area of the RAM as new translation dictionary data.